

YE OLDE SHOP OF CURIOS

(STOCK TAKE #319)



The following items were generated from my [DMSGuild:Random Resource](#) spreadsheet with a little bit of flair added in. They were found in my home game; perhaps some other band of adventurers may stumble across them.

TERRY'S DIN CHEWERS

Two arcs of strange wood have gems set into them, shaped and sharped to resemble teeth. The under side of each has a deep groove with runes carved into them.

Activation: set teeth in mouth and attune to them.

- Requires attunement
- These re-shape and re-form themselves to the mouth they are in.
- The wearer has the ability to bite through almost any material (Str roll)
- Having a sparkly smile gives advantage on any intimidation roll.
- A bite attack can be taken in place of an unarmed strike (1D6+Str mod)

RAMMING ARM BRACERS

The broad golden faces of these bracers is decorated with twin rams heads, the horns picked out in carved ivory.

Activation: While attuned and worn, barge sideways up to 5ft while focusing on a target.

- Requires attunement, during which time a 3D illusion of the rams horns sits over each decoration.
- The activation can be performed as a reaction or bonus action.
- The target finds themselves nudged in the direction that the wearer moves by the distance they move.
- If the target's movement results in them being unable to perform the action they intended, the action is wasted.
- Any attack (ranged or melee) takes a -10 to the attack roll if nudged by the wearer as a reaction.
- If the target is focused on the wearer, they can make a Contested Strength vs Dexterity with the wearer at advantage to resist the effect (-5 rather than -10).
- Nudging can disrupt any concentration a target is holding (Make the relevant save)
- If the target was moving when nudged, they need to make a Dexterity save or immediately fall *prone* (Poss taking damage).
- The image of the rams horns fades each time it's used and after three uses will need re-attunement.

VALERIAN MUSIC BOX

This small, mechanical music box has no scenes or decoration on the out-side. The pricked roll on the inside is covered in etched runes, as is each tooth of the comb. Close inspection notices another set of teeth resting against the drum.

It winds up to play a pleasing tune that can be stopped when the lid is closed.

Activation: pull a lever on the inside of the box swap the enchanted set of teeth, Wind it up (1 round) and open the box.

- When fully wound, this box will play for 10 minutes.
- The music can be heard at a distance of 30ft in all directions in the open air.
- Any hostile beasts will become neutral within it's range.
- Sentient creatures holding hostility (including any *rage* or equivalent) must maintain concentration or become neutral.
- Concentrating on anything when the box is playing is difficult: A concentration roll at disadvantage must be made on first hearing and every minute the tune is within range.
- Any resistance to charm, sleep or befriending spells are at a disadvantage while the music is playing.
- Any social interaction to persuade are rolled at advantage.
- Social interaction rolls to intimidate are at disadvantage.
- All healing works better within the music's influence; re-roll any 1's on hit dice, potions or healing spells used while the music is playing.

CLAY MASK

Initially this looks like a shallow, oval, clay bowl. There are runes and glyphs impressed into the clay around the inside lip.

The outside still seems soft and malleable, but deforming it does not change the inside shape.

Activation: Place on face and whisper incantation (1 action).

- With proficiency in a *Disguise kit*, the mask can be sculpted to look like anyone of any race and any skin tone. (+10 to disguise rolls)
- A key-word will set the mask ready for wearing. Another key-word will re-set it to a smooth finish.
- The mask animates to the wearer's natural face and the wearer can see normally.

POLY COLLAR

This pet collar has several depictions of various animals woven into the thick, sturdy band. There is a matching leash of the same material, but unadorned.

Activation: Connect leash to collar when its clasp is fastened.

- The creature that is wearing the collar *polymorphs* into a random creature (collar resizes to suit)
- Roll on the below table for inspiration:
 1. Ape
 2. Crocodile
 3. Floating fish
 4. Flying snake
 5. Kitten
 6. Llama
 7. Pseudo-dragon
 8. Puppy
 9. Tiger
 10. Wolf
- The personality of it's true form is maintained
- Shape reverts after an hour or if the collar is removed.
- Wisdom save if the creature is sentient.
- The collar needs 4 hours to re-charge after use.

DAPPLED WINDOW CHARM

A pretty window hanging of stained glass, depicting a tree. (20cmx20cm)

Activation: Constant

- Light passing through the stained glass will cast shadows of moving leaves (the image it's self is static.)
- The shadows fall as if the whole light source has trees between it and the shadow surface.

SOLID STAFF

One end of this 5ft pole is capped with a transparent crystal sphere that has a metal spike within it.

Activation: Impact the sphere on a surface. (lifting the sphere off the surface de-activates it.)

- The metal spike elongates to three times the length of the pole, embedding it's self firmly in any surface.
- In all but soft sand or boggy marsh, the pole will remain firm and un-movable until lifted.
- A force of 500kg will start to bend the pole, twice this will bend it on its self and automatically retract the spike.
- An *acrobatics* check will enable this pole to be used as a ladder.
- If impacted into a foe, it will inflict 1D12 piercing damage (to all in a 15ft straight line)

NANNY TETHER

A matching pair of bracelets, one smaller and more delicate, but with the same style, same scroll-work and very similar etchings.

12 small flowers are carefully incorporated in the design.

The larger bracelet has a simple catch, but the smaller one seems to have a much more complex mechanism that requires the larger one to open.

Activation: (Bounds) Constantly active on wearing the smaller bracelet

Activation: (Locate & Comms) Concentrate on the other for 1 round

- The larger bracelet requires attunement for either to work.
- The wearer of the smaller bracelet can only move further than 100ft from the larger one with a successful STR check; the wearer of the larger one feels the 'tug'
- The location of one can be determined from the other by concentrating on it (or the wearer) for 1 round
- Single sentence communication can be sent telepathically between wearers by concentrating on the other.
- If the larger bracelet is removed or the wearer becomes unconscious, they need re-attuned before it becomes operational.
- The concentration features can only be used 12 times, closing one of the flowers when activated.
- A flower will re-open after an hour of wearing the larger bracelet (one re-charges at a time).
- There is a small chance that this comes with more than one of the smaller bracelets (10% chance of [D4] additional bracelets)

DRUNKARDS NAVIGATION

Pendant with a pair of silver footprints, each with an arcane rune embossed on the inside.

Activation: Once attuned, clench in fist and say a command word.

- Requires attunement - this takes a long rest and sets the pendant's *home* location.
- The attuned person sees a trail of glowing footprints leading towards *home*.
- The trail takes the path of least resistance avoiding obstacles, ignoring doors, traps and terrain.
- The closer to *home*, the brighter the trail
- At 10 miles, the trail is barely visible.

PATSY'S GALLOPING COCONUTS

The two halves of coconut shell have matching glyphs branded on the inside.

Activation: Clack halves together in a rhythmic 'canter' while running

- While active, movement is doubled.